

# Default Game Controls



ONLY ON  
XBOX



Brake\*/Reverse\*\*

Accelerate\*

Reset car

Change camera

Look back

Gear up

Gear down

Emergency brake

Steer left/right

Steer left/right

Cancel/Return to previous menu

Pause/Resume

\*Pressure-sensitive control

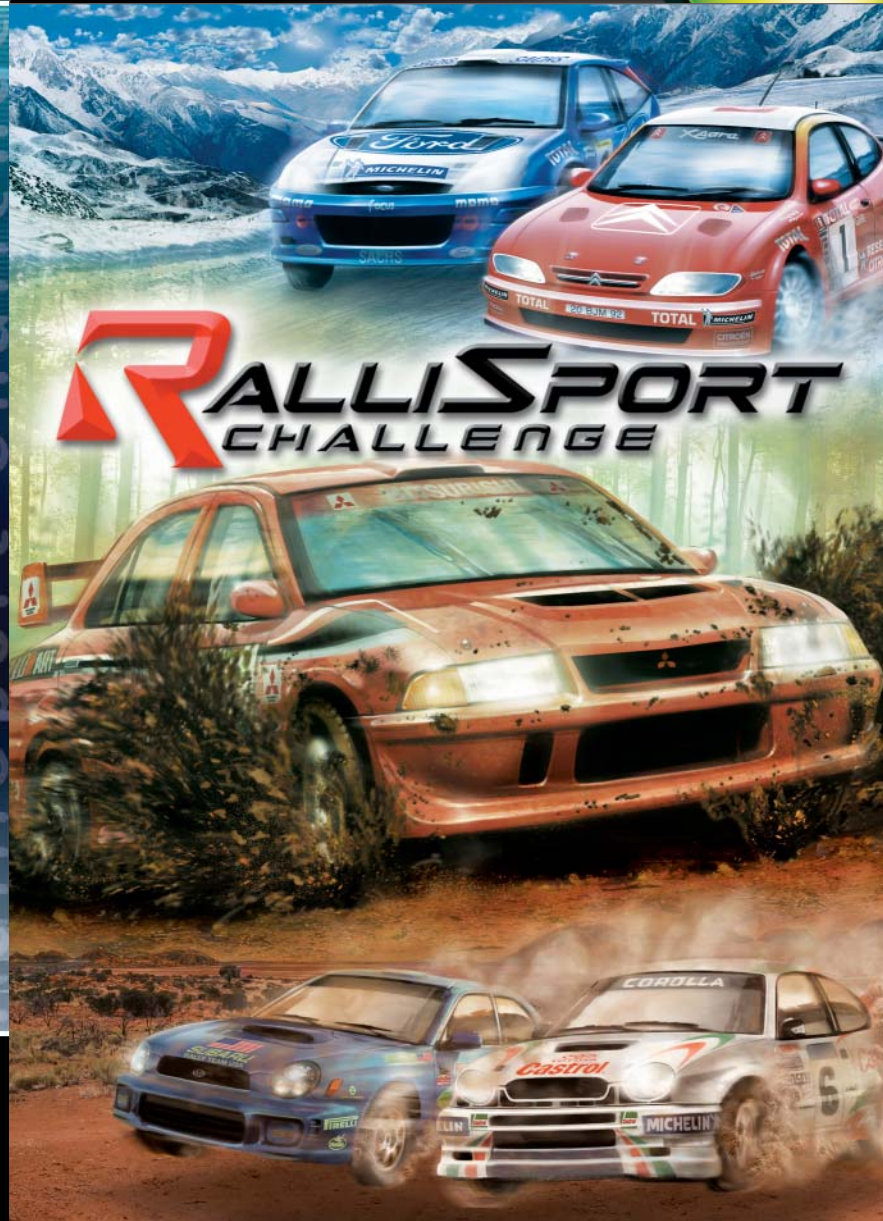
\*\*Hold while stopped for Reverse

1201 Part No. X08-61508



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## SAFETY INFORMATION

### About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

### Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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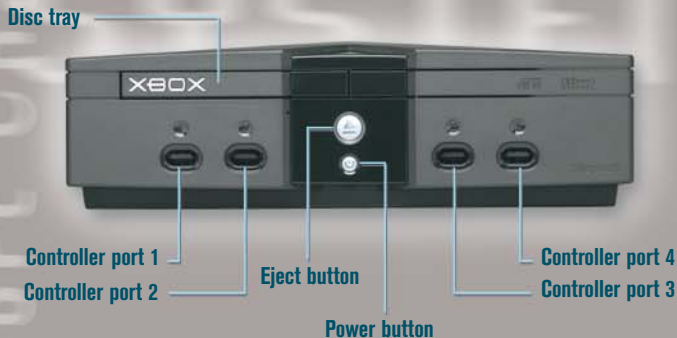


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## Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *RalliSport Challenge* disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing *RalliSport Challenge*.



### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *RalliSport Challenge*.



## RalliSport Challenge

### *Rallying Like Mother Nature Intended*

Get *RalliSport Challenge (RSC)* and experience the white-knuckle thrill of hard-driving, off-road rally action. Test your nerve and skill against the worst Mother Nature can throw at you — spinning gravel, treacherous ice, and stomach-dropping mountain roads — as you compete for global dominance in the machines you've always wanted to drive.

So leave the asphalt to the commuters. *RSC* delivers off-road action — and it's only on the Xbox™ video game system.

### Getting Started

If you want to dive right in, just select Instant Action when you see the splash screen. This will give you a quick taste of the glory ahead.

When you're ready to get down to serious business, select Start Game. You'll create a new profile (see page 5), which allows you to accrue racing points that let you unlock levels that feature new cars and tracks. From the Game menu, choose one of these modes:

**Career:** Start in the Pro circuit. You'll gain points to unlock cars and advance towards the Unlimited circuit championship (see page 14).

**Single Race:** Race against three computer-controlled opponents (see page 15).

**Time Attack:** Race against your best time in the form of a ghost (see page 16).

**Multiplayer:** Let the trash-talk begin as up to four players compete in Multiplayer Mode (see page 17).

**Options:** Tweak controller, display, music, and sound, or view credits and track records (see page 21).

## Player Profiles

When you first enter the Game menu, you'll be asked to create a player profile. This profile will contain all the points you'll earn in Career Mode, as well as your personalized settings.

You'll also be asked to select your difficulty setting — either Beginner or Normal. Although all tracks and cars are available for both Beginner and Normal modes, completing the game in Normal mode unlocks a special feature. Both modes offer plenty of challenges, but Normal mode features tougher computer opponents, and also disables your ability to restart a race during a Career Mode event (see page 14).

Every time you complete a Career Mode race or event, your point total is updated. You can copy your profile to a memory unit through the Xbox Dashboard and take it with you to load on another Xbox video game system (a game disc is required to play *RSC*).

Your profile name displays in the top left corner of the Game menu screen. If you want to change profiles, press **B** while in the Game menu to return to the Select Profile screen, and then select or create your profile.



## Game Controls

Rallying means sliding into hard turns on loose surfaces, losing and regaining traction, and mastering terrain that no ordinary machine would dare attempt. While a novice racer can slide into a tight turn, an experienced rally racer learns to drift the car sideways through a turn to shave precious milliseconds off the clock.

The controls described here are the default settings for *RSC*, but you can choose from two other different controller setups through the Options menu (see page 21).

*RSC* features standard brakes and an emergency brake. By holding the brakes trigger once your car has stopped, you'll shift into reverse.

### Driving Controls

Left/Right Accelerate*	D-pad/left thumbstick
Brake*/Reverse**	Right trigger
Emergency brake	Left trigger
Gear up	A
Gear down	B
	X

### System Controls

Change camera view	Y
Look back	BLACK
Reset car on track	WHITE
Pause/Resume	START
Cancel/Return to Previous Menu	BACK

\* Pressure-sensitive control

\*\* Hold while stopped for Reverse





## Game Screen

Use the heads-up display (HUD) to keep track of your car's performance, your current position on the course, and your pace compared to your opponents.

**Tachometer/Speedometer:** The outer ring of the analog gauge displays your RPM. The next inner ring displays your speed, and the center ring section shows your turbo-boost pressure level. Your current gear is shown at the top of this gauge.

The digital version of this gauge displays your speed and gear as numerals, with your RPM indicated by a bar graph. You can change from an analog to a digital gauge by selecting Configure HUD from the in-game Pause menu (see page 13), or by selecting Options from the Game menu (see page 22).

**Clock:** A clock displays your current total time for this race in the top right corner of the screen.

**Progress Bar:** The progress bar in the top left corner of the screen displays your current position on the race stage. Like the stage itself, the bar is divided into sections. If your time on the section is better than the competition, that section of the progress bar will be colored green. If you're behind, it will be red.

**Navigational Aids:** Depending on the race type, you'll be aided either by pace notes or a course map. Pace notes are visual cues that warn you of upcoming turns, hazards, and road conditions (see pages 10–11).





You can choose between a map, pace notes, or no aids by selecting Configure HUD from the in-game Pause menu (see page 13), or by selecting Options from the Game menu (see page 22). However, you cannot choose pace notes for Ice Racing or Rallycross races.







***Note:** In Multiplayer Mode, your HUD configuration cannot be changed.*



## Co-Driver Pace Notes

In Rally and Hill Climb races, your co-driver will provide voice and visual cues to warn you of upcoming road conditions and changes in terrain. These cues include:

<b>Bank</b>	A wall of dirt.
<b>Banks</b>	The road leans to one side.
<b>Bump(s)</b>	A small but noticeable mound in the track. Your car may take air after a bump — take extra care to maintain control of your vehicle.
<b>Careful</b>	General road conditions ahead require careful driving.
<b>Caution</b>	 Will be followed by a specific obstacle that must be handled carefully.
<b>Ditch</b>	A trench in the ground, usually described as inside or outside a curve.
<b>Don't Cut</b>	A warning not to take a shortcut through a curve — something in the terrain may impede your car.
<b>Easy Turn</b>	 A mild turn to the right or left. Little or no braking needed.
<b>Exposure</b>	The road runs along the edge of a cliff or steep drop-off.
<b>Fence</b>	Usually described as located inside or outside a curve.
<b>Gravel</b>	The road surface changes to gravel.
<b>Hairpin Turn</b>	 An extremely severe turn that requires expert braking or skidding to negotiate.
<b>Hard Turn</b>	 A severe turn that requires skilled braking or skidding to negotiate.
<b>Inside</b>	Located on the inside of a curve.
<b>Into</b>	A turn that leads directly into another turn.

<b>Long</b>	A long curve.
<b>Long Straight</b>	The road runs straight for a considerable distance. Time to reach top speed!
<b>Medium Turn</b>	 A more difficult turn that may require braking or skidding to negotiate.
<b>Mud</b>	The road surface changes to mud.
<b>Narrows</b>	 The path or road becomes narrower, requiring more precise driving.
<b>Onto</b>	A new road surface coming up.
<b>Opens</b>	A curve that becomes less severe before straightening.
<b>Outside</b>	Located on the outside of a curve.
<b>Over Bridge</b>	 Prepare to cross an upcoming bridge.
<b>Over Crest</b>	 An incline in the track which impairs your view. Beware of sharp turns or obstacles on the other side.
<b>Over Finish</b>	The finish line — don't stop accelerating until you cross it!
<b>Over Jump</b>	 A ramp or severe bump that could cause your car to take significant air.
<b>Rocks</b>	Usually described as located inside or outside a curve.
<b>Sand</b>	The road surface changes to sand.
<b>Square Turn</b>	 A 90 degree turn to the right or left.
<b>Tarmac</b>	The road surface changes to tarmac.
<b>Tightens</b>	A curve that becomes more severe before straightening.
<b>Tight Hairpin Turn</b>	 The most severe turn you can encounter.
<b>Trees</b>	Usually described as located inside or outside a curve.



## Race Options Menu

Before every race, you'll get the chance to adjust transmission, tyres, and car settings.

**Transmission:** Choose either automatic or manual transmission.

**Tyres:** Choose from tarmac, intermediate, gravel, snow, or ice tyres. Remember, the recommended tyre for each race will be your default.

**Car Settings:** Tweak your car's performance and handling in the following menu:

- **Suspension:** Choose a soft (helps avoid car damage), medium, or hard (more precise handling) suspension.
- **Gear Ratio:** Choose a short (quicker acceleration), medium, or long (higher top speed) gear ratio.
- **Power Ratio:** Choose a rear, middle, or front power ratio. (This setting can not be adjusted in FWD/RWD vehicles.)
- **Brake Balance:** Choose a rear, middle, or front brake balance.
- **Steering:** Choose loose or tight steering.
- **Reset to default:** Reset all your car settings to their default values.

**Ghost:** Race against the track's best time (Time Attack only).

**Load ghost file:** Load a specific ghost file to race against (Time Attack only).

**Quit:** Return to the Game menu.



## Pause Menu

The in-game Pause menu gives you control over many of the same settings as you'll find in the full Options menu (see page 21).

**Continue Race:** Return to the race at the exact place you paused.

**Configure HUD:** Select your analog or digital gauge types; map, pace notes (Rally and Hill Climb only), or no driving aids; kph or mph speedometer; or restore HUD settings to default (for more info on HUD settings, see page 22).

**Camera Options:** Select which camera angles you want to turn on. Once on, you can toggle through camera angles during a race by pressing Y (for more info on Camera Options, see page 22).

**Sound Options:** Adjust the volume levels for all sounds, or adjust individual settings for Music, Engine noise, Speech, and Environment sounds (for more info on Sound settings, see page 24).

**Restart:** Restart the race you're currently driving (this option is NOT available during Career Mode events when playing in Normal difficulty).

**Retire:** Quit the current race. In Career Mode events, this moves you to the next race in the event schedule. If there are no more races, retiring will move you into the Event Results.



## Career Mode

Everyone has to start somewhere. You'll start in the Pro circuit with a limited selection of cars. From there, you'll have to race to prove yourself and unlock new cars and tougher events.

Each event consists of several stages, but you don't need to win every stage to win an event. Every time you finish a stage, you earn points. You can also earn points through achieving a high top speed, excellent lap time, and avoiding car damage. After each event, your points are added to your overall total, bringing you closer to qualifying for a new event class and unlocking new cars.

As you progress through the different race classes — Pro, Expert, Classic, and Unlimited — you'll unlock groups of cars that will help you stay competitive. Consistently superior racers will be rewarded with special bonus cars (see page 18).

**Note:** In the Beginner difficulty setting, you will be able to restart a stage during an event. However, in Normal difficulty, you must re-race the entire event. In either difficulty setting, retiring from a stage will move you to the next stage or to the Event Results if you are retiring from the event's final stage.

## Single Race Mode

Single Race Mode lets you compete simultaneously against three computer-controlled opponents on any unlocked track.

Though these races will not contribute to your point total, you can use Single Races to hone your skills against the computer, or to just get in a quick race without entering a Career event.

To begin a Single Race, select Single Race from the Game menu.



# Single Race

## Time Attack Mode

Time Attack Mode allows you to race, undistracted, on the unlocked track of your choice. Your co-driver will still be there to give you navigational cues (Rally and Hill Climb races only), but no other racers will be present, and you won't gain any points to use for unlocking new cars and events.

Time Attack also gives you the opportunity to save your best runs in the form of a ghost, which you can race against to improve your skills and times. After completing a Time Attack, you can save your new ghost to the Xbox hard disk. You can load these ghosts later to race again and again. Track records will always be saved on the Xbox hard disk, but you can create ghosts only in Time Attack Mode.

From the Game menu, select Time Attack to start honing your skills.



## Multiplayer Mode



Some race for glory. Some race for the money. But for others, there's nothing like the sheer thrill of humiliating your friends.

Up to four players can compete simultaneously in a multiplayer race. From the Game menu, select Multiplayer. *RSC* will automatically detect the number of controllers and make the same number of slots available for racing. Unused controllers will be ignored, and those slots will be closed for the duration of the race.

Once the race is joined, all players get the chance to optimize their car settings. The player who first entered Multiplayer Mode from the Game menu gets the added options of determining the number of laps in the race, and whether or not the Time Elimination option is enabled. With this option turned on, any driver who is more than 30 seconds behind the leader will be dropped from the race.

To enter this mode, select Multiplayer from the Game menu.



## Car Class Descriptions

You'll get immediate access to eight cars in *RSC*. As you progress through Career Mode, you'll unlock the machines you need to stay competitive:



### Pro

**Rally:** These cars will be the foundation of your racing career.

**Ice Racing Promo:** These cars will accompany your first foray into the slick world of Ice Racing.



### Expert

**Rallycross:** You may find these cars useful for Rallycross and Ice Racing tracks.

**Hill Climb:** These cars have extra muscle for Hill Climb events.



### Classic

**Group B:** Take a nostalgic trip back to the 1980s, when Group B racing was thriving. Lower restrictions on modifications gave these machines a competitive edge, but it takes a careful driver to control a "Killer B."



### Unlimited

**Unlimited:** These cars are built for screaming up steep, treacherous hills. You'll work hard to stay in control of these beasts.

**Bonus:** Every Career Mode class also features special bonus cars. You'll need to race in top form to earn the keys to these machines.

## Race Type Descriptions



### Rally

Unlike many types of auto racing, rallying takes place on a point-to-point track, or "stage" — there are no laps involved, and your goal is to get from the starting line to the finish in the shortest time possible. Instead of wheel-to-wheel competition, racers attempt each stage one at a time, and the racer with the best time at the end is the winner.

Each stage is broken into sections. As you complete each section, you'll cross a checkpoint, which will show you how your time compares to your competitors'. Even if an opponent is ahead of you in the first few sections, smart driving can put you in first place.



### Rallycross

Rallycross racing combines the thrill and skill of driving on mixed terrain with lap-based, wheel-to-wheel racing. Instead of staggered starts and best overall times, you'll be pitting your machine and abilities against three other racers at once.

*Note: All Single Race and Multiplayer races are wheel-to-wheel.*

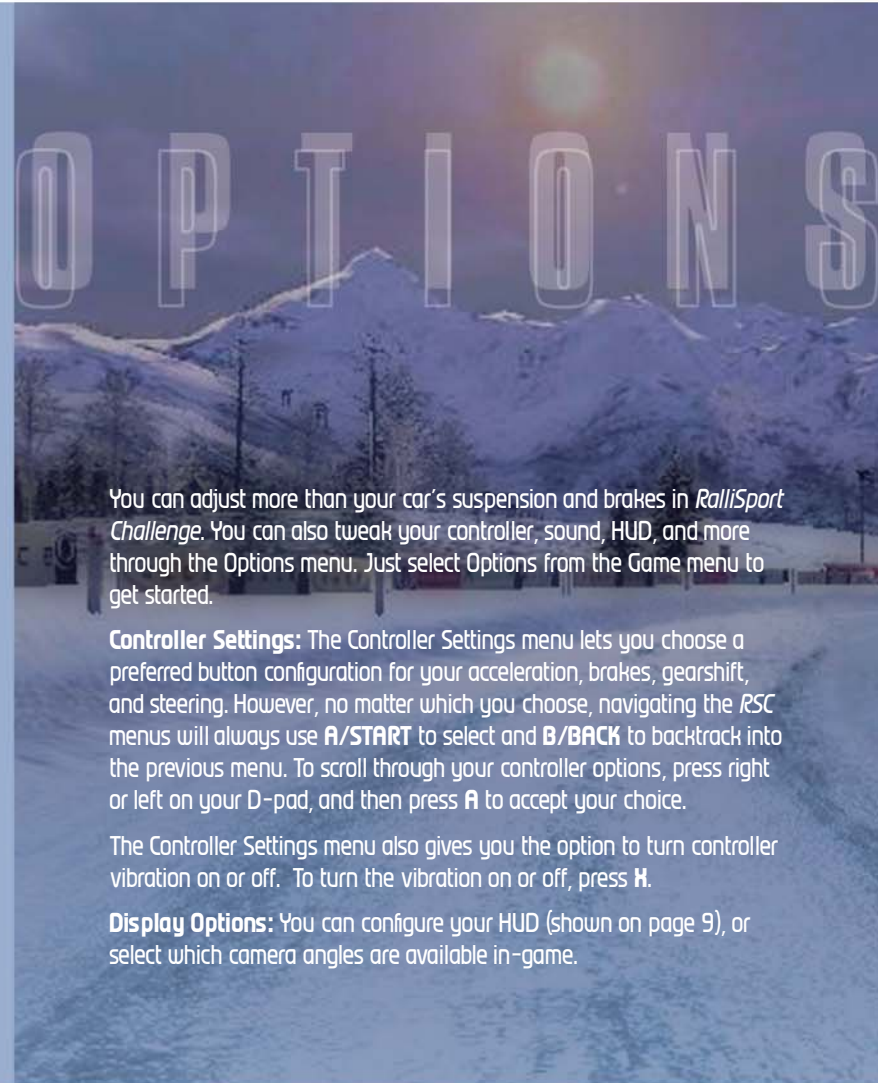
### Ice Racing

In an Ice Race, you'll compete wheel-to-wheel against your opponents as you complete several laps around a slick, treacherous course. Careful braking, accelerating, and car balancing will be key to keeping your fender out of the trackside snow banks.

### Hill Climb

When you're in a Hill Climb, you'll face the standard array of rough terrain and unpredictable weather. The difference is one wrong move could send you screaming over a cliff. You'll push your machine to the limits as you power your way up steep inclines and around treacherous corners to post the best time to the top of the mountain.

**Note:** All Single Race and Multiplayer races are wheel-to-wheel.



You can adjust more than your car's suspension and brakes in *RalliSport Challenge*. You can also tweak your controller, sound, HUD, and more through the Options menu. Just select Options from the Game menu to get started.

**Controller Settings:** The Controller Settings menu lets you choose a preferred button configuration for your acceleration, brakes, gearshift, and steering. However, no matter which you choose, navigating the *RSC* menus will always use **A/START** to select and **B/BACK** to backtrack into the previous menu. To scroll through your controller options, press right or left on your D-pad, and then press **A** to accept your choice.

The Controller Settings menu also gives you the option to turn controller vibration on or off. To turn the vibration on or off, press **H**.

**Display Options:** You can configure your HUD (shown on page 9), or select which camera angles are available in-game.



**To configure your HUD:** Select Configure HUD from the Display Options menu, and then press **A**. To change the options, highlight the option you want to change, press **A**, and then press right or left on the D-pad. Press **A** again to accept your choice.

- **Gauge Type:** Select an analog or digital display.
- **Driving Aids:** Select a map or pace notes as your preferred visual driving aid type, or turn driving aids off. (Some race types have default driving aids that cannot be changed.)
- **Speedometer:** Select kph or mph.
- **Reset to Default:** Restore all settings to default: analog gauge, pace notes, and kph.

**To configure your camera angles:** Select Camera Options from the Display Options menu, and then press **A**. Highlight the camera angle you wish to turn on or off, and then press **A**. Turn the camera angle on or off by pressing right or left on the D-pad, and then press **A** to accept your choice.

Once you've selected which camera angles are turned on, you can toggle through them during a race by pressing **Y**.



# OPTIONS

**Music Playlist:** You can customize your music selection, and even add your own music, using the Music Playlist controls.

## To add music to your playlist:

- 1. Highlight the song in the left column you want to add.
- 2. Press **A** to add that song to your playlist.

The song will be added to the right column, which shows your active playlist.

## To remove music from your playlist:

- 1. Highlight the song in the right column you wish to remove.
- 2. Press **A** to remove that song from your playlist.

The song will be added to the left column, which shows available songs that are not in your active playlist.

When you're done, exit the Music Playlist menu by pressing **B** or **BACK**.

**Sound Options:** Adjust your sound settings here to give priority to one set of sounds over another or to eliminate a sound altogether.

- **Master Volume:** This control lets you adjust the overall volume of all sounds at once.
- **Music:** Sure, real rally drivers may not have music blasting in their ears. But then again, maybe they should.
- **Engine:** The roar of your engine can be an important driving aid, especially if you're using a manual gearshift.
- **Speech:** Your co-driver and coach give you valuable navigational aid and encouragement. Ignore them at your own risk!
- **Environment:** The cheering crowds might give you that extra boost you need to stay ahead of the pace.

You can also select Reset to Default, which will reset all sound volume levels to their default settings.

**View Records:** Choose View Records to reminisce over your best times. You can also delete the record for a particular course by highlighting that course and pressing H.

**Credits:** Meet the team behind *RalliSport Challenge*.



It's easy to store and retrieve saved profiles in *RalliSport Challenge*. Every time you complete a race or event, your profile is automatically updated with your new point total. You'll never lose progress by forgetting to save.

In Time Attack, you'll be asked after every best lap time if you want to save your record as a ghost. Once saved, your ghost is available to race again and again — or at least until you delete it, or replace it with a better performance.



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## “Come in hard”

by Jesse Bonds Weaver Jr., Steven Proctor  
Zomba Music Publishers LTD/ Schooly DEE Music  
(Adm. By Zomba Music Inc) BMI  
Performed by HARDKNOX  
Courtesy of Jive Electro

## “Cyberdyne”

Performed by Fear Factory  
Produced by Colin Richardson, Remixed by Junkie XL  
Lyrics by Burton C. Bell, Music by Dino Cazares and Raymond Herrera  
Published by Roadblock Music, Inc./Hatefile Music c/o BMG Songs, Inc. (ASCAP)  
(P) 1997 the All Blacks B.V.  
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## “Infrared”

Performed by Ball of Waxx  
Written by David deLaski  
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## “Kill the DJ”

Performed by Dub Pistols  
Written by Jason O'Bryan, Barry Ashworth and Lee Spencer  
Published by BUG MUSIC LTD. (PRS) Administered by Bug Music, Inc.  
Deconstruction Songs Ltd./Copyright Control/Bug Music Ltd  
BMG Songs, Inc. (ASCAP) on behalf Deconstruction Songs Ltd. / BMG Music Publishing Ltd  
Produced and mixed by Dub Pistols and Lee Spencer  
Engineered and programmed by Jason O'Bryan  
Courtesy of A&M Records under license from Universal Music Enterprises

## “L.B.P”

Performed by Frontside  
Written by Scott Simon & Chris Arkley Smith  
Published by Chrysalis Music (ASCAP)  
P 1999 Wax Trax! Records  
Courtesy of Wax Trax! Records/TVT Records

## “Quick Fix”

from the FOETUS album “Blow” thi 57109.2 Thirsty Ear Recordings  
written and produced by J.G. Thirlwell  
remixed by Charlie Clouser  
published by ectopic musis/ASCAP  
[www.foetus.org](http://www.foetus.org)  
[www.thirstyear.com](http://www.thirstyear.com)

## “Spellbinder”

by AndRoid: aka. Bradley Royds & Andy Hay  
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## “Tech-Head”

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Courtesy of RUniverse Records



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### Returns within 90 day period

Warranty claims should be made to your retailer. Return the Game to your retailer along with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 30 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

### Limitations

This limited warranty is in place of all other express or statutory warranties, conditions or duties and no others of any nature are made or shall be binding on Microsoft, its retailers or suppliers. Any implied warranties applicable to this Game or the media in which it is contained are limited to the 90 day period described above. TO THE FULL EXTENT ALLOWED BY LAW, NEITHER MICROSOFT, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME. THE FOREGOING APPLIES EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE. Some states/jurisdictions do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This limited warranty gives you specific rights, and you may also have other rights that vary from state/jurisdiction to state/jurisdiction.

For questions regarding this warranty contact your retailer or Microsoft at:

Xbox Product Registration  
Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-9953 USA

In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.

## Get an Edge on the Game!

**Xbox Automated Game Tips:** Available 7 days a week including holidays, 24 hours a day.

- In the U.S., call 1-900-933-TIPS. \$.95 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

**Xbox Live Game Tips:** Available 7 days a week including holidays, 6 A.M. to 10 P.M. Pacific time.

- In the U.S., call 1-900-933-TIPS. \$1.40 per minute.
- In Canada, call 1-900-561-HINT. \$1.50 (Canadian) per minute.

**Important:** Individuals under 18 years of age need a parent's or guardian's permission to call a pay-per-call number. Local and long distance telephone toll charges may apply. It is the customer's responsibility to check with their telephone company to determine if additional telephone charges will apply. Permission required from the telephone bill payer. Prices subject to change without notice. May not be available in all areas. Requires a touch-tone telephone. Call length is determined by user. Messages subject to change without notice.

**Games Technical Support:** Available 7 days a week including holidays.

- In the U.S. or Canada, call 1-800-4MY-XBOX. TTY users: 1-866-740-XBOX.
- In Mexico, call 001-866-745-83-12. TTY users: 001-866-251-26-21.

**Note:** Game tips are not available from 1-800-4MY-XBOX. You must call Xbox Automated Game Tips or Xbox Live Game Tips for tips, hints, or codes.

For more information, visit us on the Web at [www.xbox.com](http://www.xbox.com)

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